Event Management System

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Abstract- The main idea of this project is used to maintain the College Event information and organize the event and to send the Student Registration time through sms with verification code to the student using mobile application based on Android App.

The tools constitutes Android SDK development, Java Jed, Eclipse in mobile applications which will be displayed when authorized person uses the software and developed on Linux environment which is platform dependent in mobility application. The back end tool constitutes SQLite database and developed on windows environment which is platform independent.

Keywords: Student, Event Management, Android

I. INTRODUCTION

The project Event Management System has been developed for World College User for android market. The Application is mainly focused on Event based service to the company, College network in mobile application this application helps to maintain the users account and its various details.

The main advantage of using this application is it reduces the direct communication to student and avoid the mall function of the student to event join and participating for android to android where ever it is. The process in this project is to be regulated the Colleges network responsibility of the vision of my captured details, commenting & Event list. Of Student to maintainers to this mobile Token Verification & Token Send to Student Registered mobile Information is to favorites details of the Event Organizer details with contact no.
The Project Coding is based Several Tools are used to develop this mobile application (java jdk) are so well connected that the project resembles to the computerization of the Web services operation of the firm.

The database design and coding techniques has highly enhanced and optimized. This makes the application an overall user friendly and easy for naive users. The app is surprisingly simple; just load it up, and it starts saving Student details saved from Event details organizer details and invoice person. It doesn’t need root. Any device that has access to Sqlite should be able to run the app help of android app

II. PROPOSEDRESEARCH

College Events Management System is very helpful for college events. This application being as a platform to know the events, to apply for the events, and this application automatically generates Token Number to the students via SMS during the registration of students including scheduled timings. To understand use of this application consider the flow of actions happening, by this application college can register the students, after registering, college can login, after login, college can post the Technical fest / event details including name, logo, address, venue of the event, date, event conducting time, cost of events to participate etc. students who are participating in the event can view details posted by the colleges. If any student is selected to participate in a particular event they can apply even by sms to particular student mobile and communicate directly. Then Android college app can filter the Token Number based entry applications, and after finalizing the participants from the applications, Application will intimate to the students by SMS. After receiving SMS student can register through application.

A. Modules Description

- Admin Login: In the Admin login form, the administrator has to enter the username and password to login into the event management system menu form.
- Main Menu: In the event management system main menu form, the menus are split into event details, registration, token details and reports.
- Event Details: In the event details form, it includes the event id, event name, event organizer, and event fee and event contact number.
- Student Registration: In the student registration form, the student has to enter the student name, department, college name, email identification and the phone number. The student details are allowed to store in the centralized database with an automatic generated event id.
- Token Details: In the token details form, once the user enters the event id and clicks the search button. The submitted query will be processed with the server and the event name is displayed in the page screen.

B. Data Flow

C. Android (Operating System)

WHAT IS ANDROID?

Android is a software stack for devices that includes an operating system, middleware and key applications. The Android SDK provides the tools and APIs necessary for developing applications on the Android platform using the Java programming language.

Android is a Linux-based operating system for mobile devices such as smartphones and tablet computers. It is developed by the Open Handset Alliance led by Google. Google purchased the initial developer of the software, Android Inc., in 2005. The unveiling of the Android distribution in 2007 was announced with the founding of the Open Handset Alliance, a consortium of 86 hardware, software, and telecommunication companies devoted to advancing open standards for mobile devices. Google releases the Android code as open-source, under the Apache License. The Android Open Source Project (AOSP) is tasked with the maintenance and further development of Android.
Android has a large community of developers writing applications that extend the functionality of the devices. Developers write primarily in a customized version of Java. Apps can be downloaded from third-party sites or through online stores such as Google Play (formerly Android Market), the application store run by Google. As of February 2012 there were more than 450,000 apps available for Android, and the estimated number of applications downloaded from the Android Market as of December 2011 exceeded 10 billion.

D. Pros And Cons Of Android

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<tr>
<th>Pros</th>
<th>Cons</th>
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<tbody>
<tr>
<td>Android is open</td>
<td>Need internet connection for some applications</td>
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<tr>
<td>Multitasking</td>
<td>Advertising</td>
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<tr>
<td>Easy access to the Android App Market</td>
<td>Wasteful Battery</td>
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<tr>
<td>Can install a modified ROM</td>
<td>Many applications contain virus</td>
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<td>Ease of notification</td>
<td>Very unstable and often hangs or crash</td>
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III. SYSTEM STUDY

System study is the operation performed by a system and their relationship inside and outside. The boundaries of the system should be defined and also analyzed whether the candidate system considers the other related system. During system study form collected and the available file or documents decision point and transaction handled by the present available system according to the requirements.

System study can be defined as reduction of an entire system by studying various operation performed and their relationship within system and examination of business activities with a view to identify problem areas and record of alternative solution. System study is the various operation performed by a system and their relationship within and outside. The boundaries of the system should be defined and also analyzed whether the candidate system considers the other related system. System study is collected form the available file or documents decision point and transaction handled by the present available system according to the requirements.

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IV. APPLICATION FRAMEWORK

By providing an open platform for developing, Android offers the ability to the developers to build extremely rich and innovative applications. Developers are very free to take advantage of the device hardware, access location and their information, run background services, set alarms, add notifications to the status bar, and much, much more. Following all applications is a set of services and systems, including:

A extensible set of Views that is to be used to build an application, including lists, grids, text dfcv-boxes, buttons, and even an embeddable web browser Content Providers enable applications to access data from one application to another such as Contacts, or to share their own data.

A Resource Manager, provides access to the non-code resources such as strings and graphics, and layout files. A Notification Manager that enables all applications to display alerts in the status bar as an Activity Manager and it manages the lifecycle of applications and provides a common navigation as a back stack for more details and a walkthrough of an application, see the Notepad Tutorial.

V. INPUT DESIGN

Input design is the process of converting originated inputs into a computer based format and the input data are collected and organized into a group of same data. Inaccurate input data is the most common cause of data processing errors. Effective input design is used to minimize the error made by data entry operators in designing. The goal of designing input data is to make data entry as very easy, logical and free from errors.

VI. OUTPUT DESIGN
Output is the important and direct source of information to the user for efficient, intelligible output design. It improves the system’s relationships with the user and helps in making decision. The output design is designed in such a way that is viewed and understood by the users easily.

CONCLUSION

The event management system is useful for the students that help the user to provide information regarding the event that are conducted in college.

Scope for Future Enhancements

- Add additional functions to Android application such as improved user interface is deployment on the Android market.
- To develop the event management application for the Blackberry OS using principles of code reuse.

References